

Guide No. 78087A



CARTRIDGE INSTRUCTIONS

by **Exidy**™

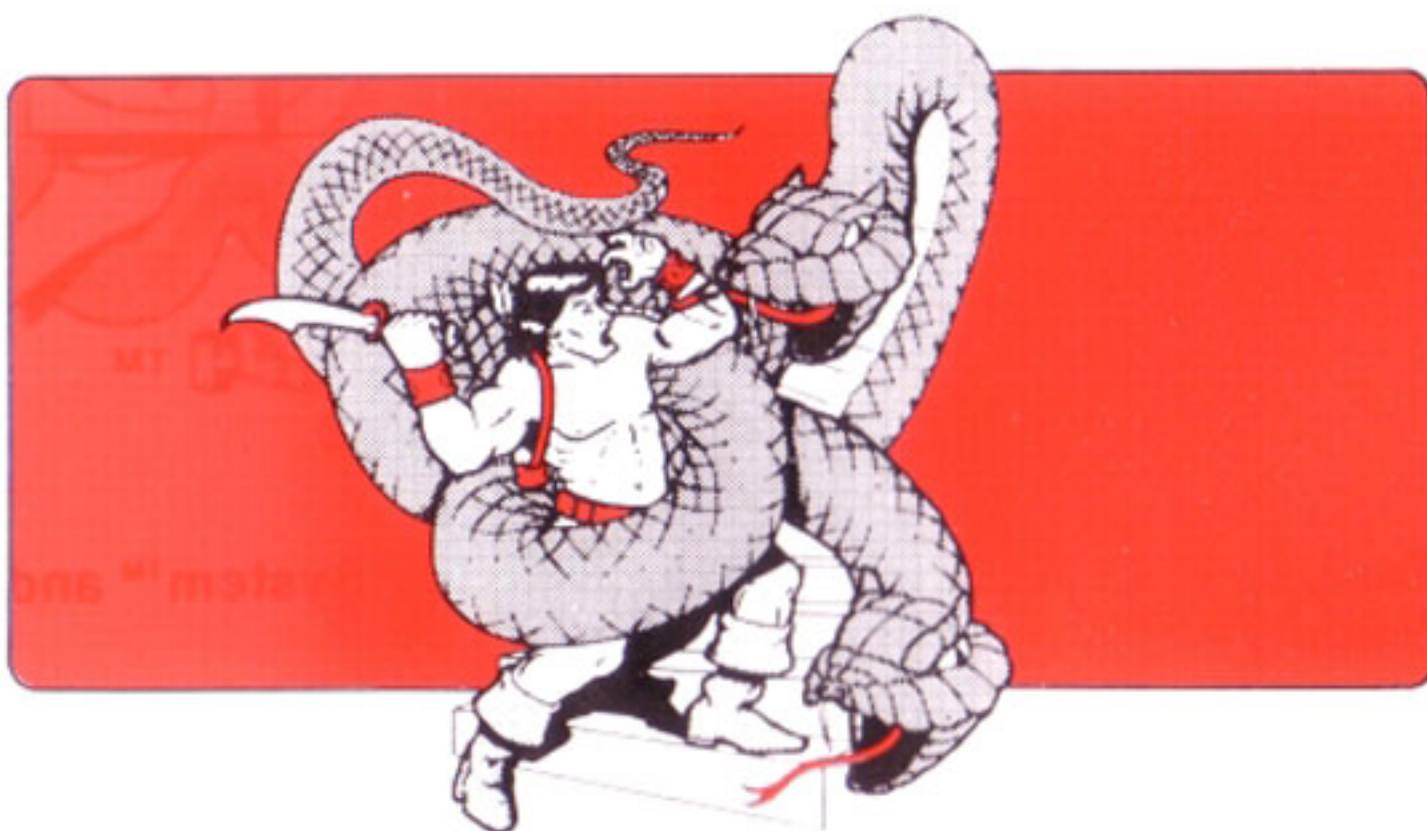
For Use With the Atari® Video Computer System™ and
Sears Video Arcade™



- Select from four skill levels • For color or black-and white TV
- Plays, sounds and scores like the VENTURE™ arcade game!*

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GAME DESCRIPTION

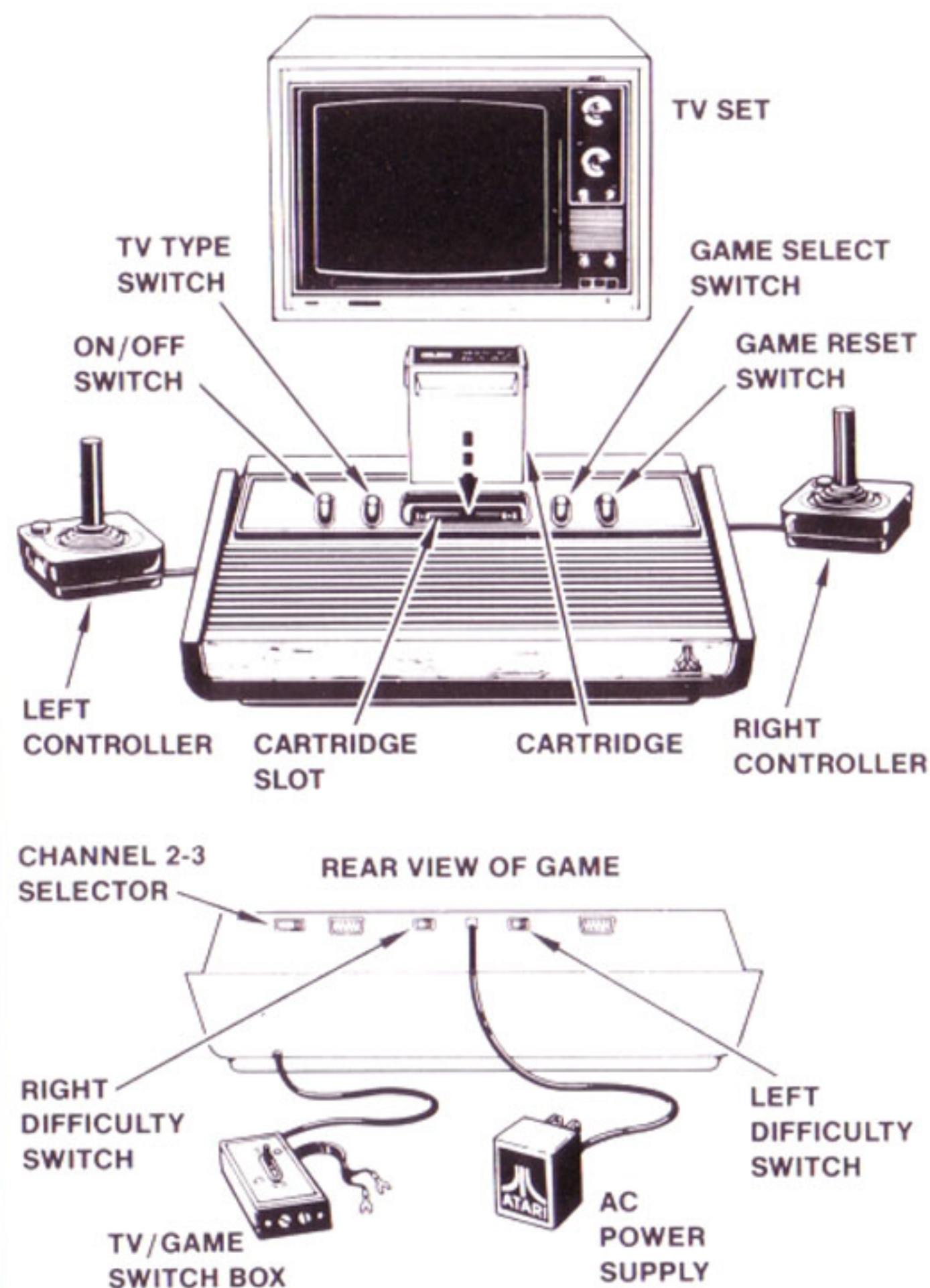


Winky™ is deep inside a dungeon laden with incredible treasures — and guarded by terrible monsters. Equipped with only a bow and arrow, he seeks the treasure as the monsters close in. Guide him through the dungeon chambers . . . but don't stop to count your treasure until you're through!

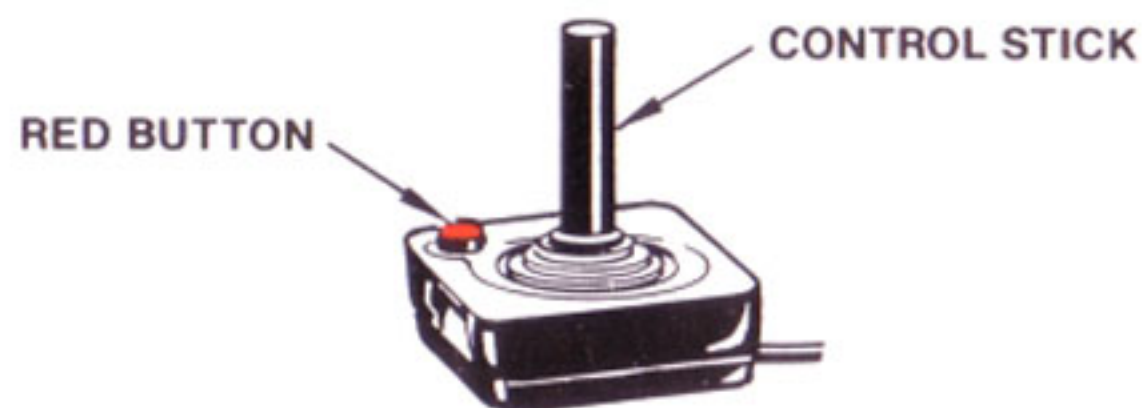
GETTING READY TO PLAY

- Make sure the Video Computer System™ is connected to the TV, and the power adaptor switch is plugged in.
- Be sure the B-W/Color switch is set to the proper TV type.
- Be sure that you have plugged a controller into the left jack at the rear of the Video Computer System™.
- **ALWAYS TURN ON/OFF SWITCH OFF WHEN INSERTING OR REMOVING A CARTRIDGE.** Insert cartridge as shown, then turn On/Off Switch to On.

ATARI® Video Computer System™



USING YOUR CONTROLS



1. **USE LEFT CONTROLLER:** Hold it with the Red Button to your upper left (toward the TV).
2. **CONTROL STICK:** Push the Control Stick in the direction you want Winky™ to move.
3. **RED BUTTON:** Press the Red Button to make Winky™ fire an arrow in the direction his bow is pointed.

HERE'S HOW TO PLAY

STEP 1: Choose your skill level.

To select a skill level, move the left and right difficulty switches to the proper positions (see list below). Winky™ will begin his adventures in different sections of the dungeon, depending on the skill level you choose. Skill 1 is the easiest game.

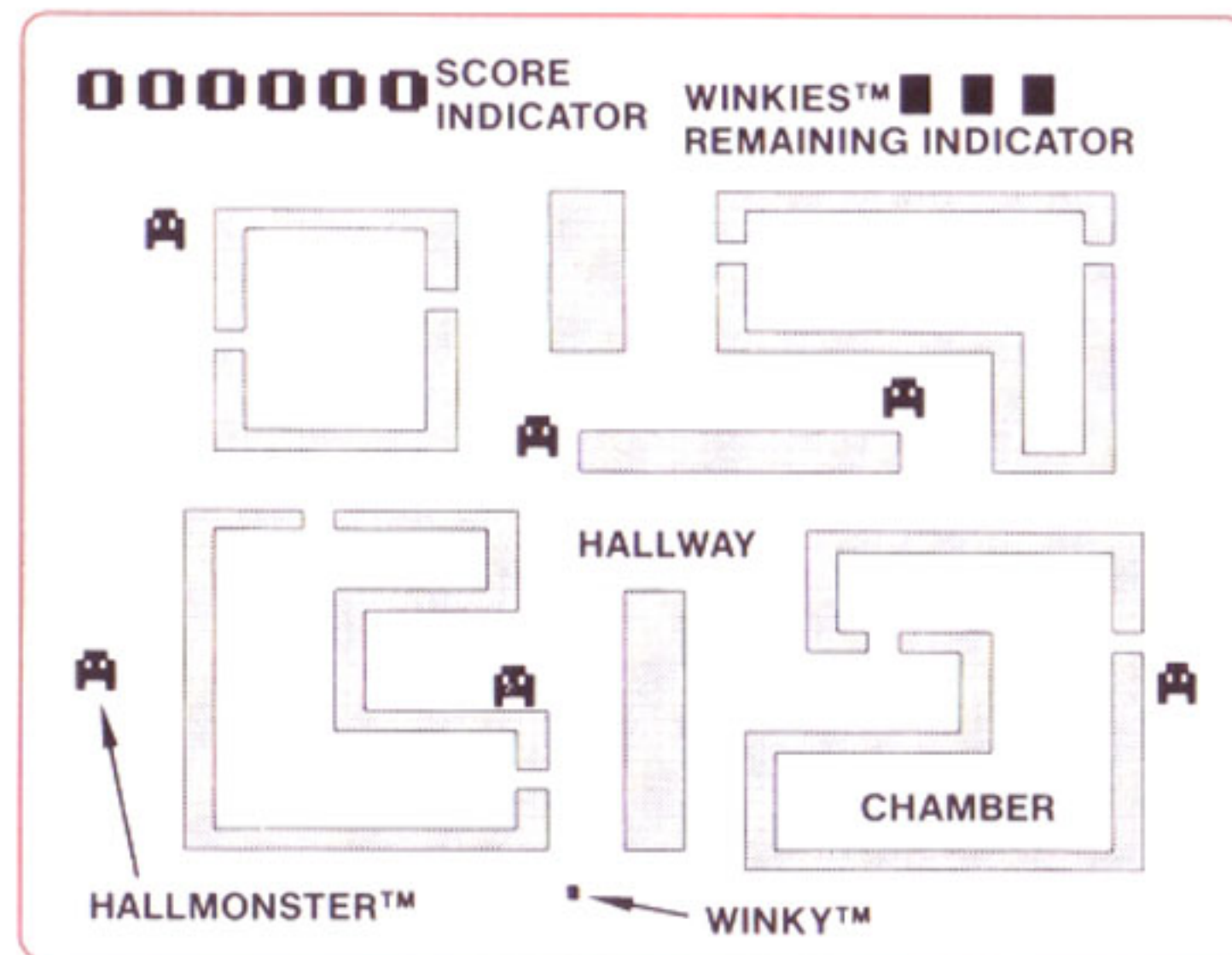
Skill 1 = left B/right B

Skill 2 = left B/right A

Skill 3 = left A/right B

Skill 4 = left A/right A

Next, press Game Reset to start playing.



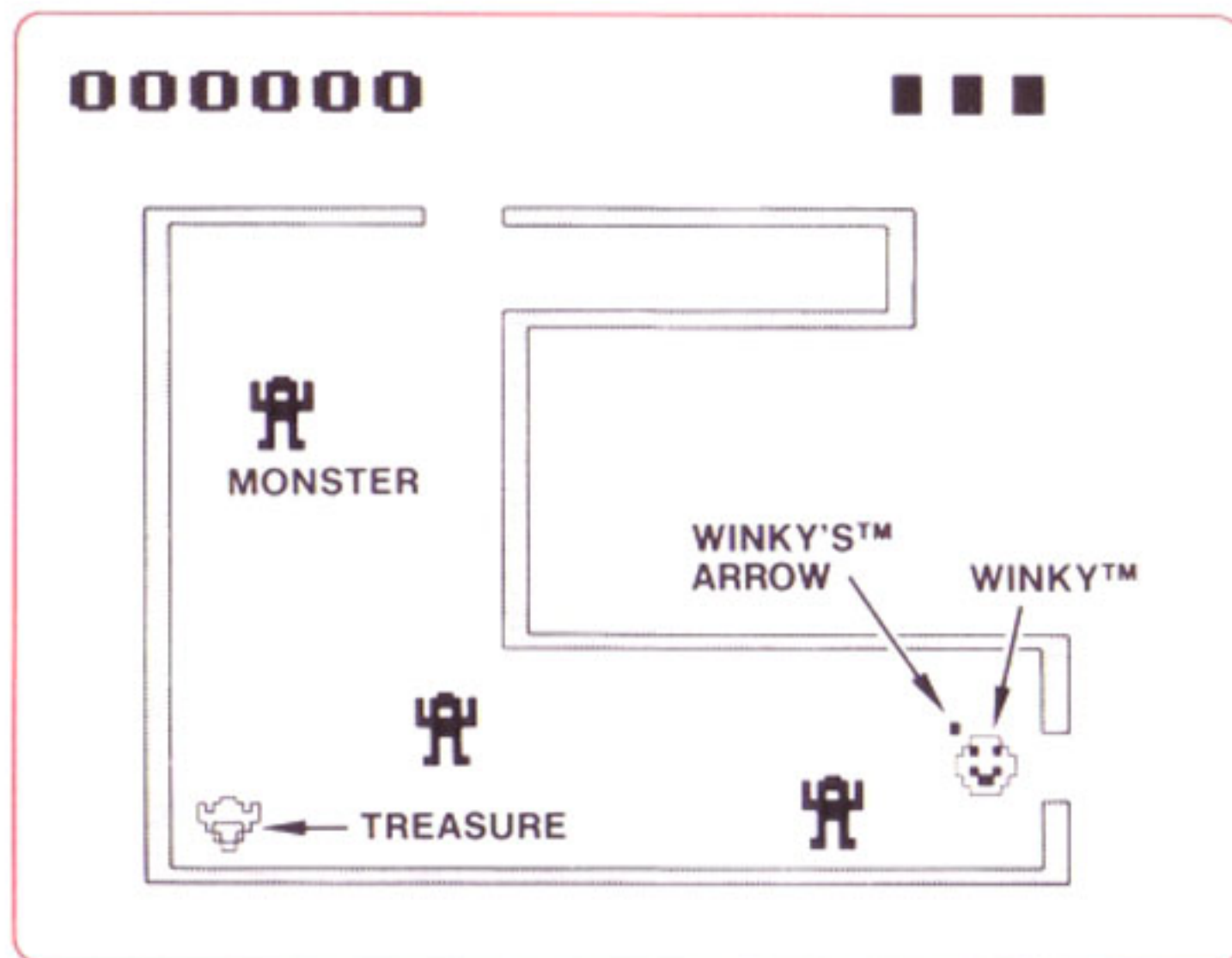
STEP 2: Time to explore.

While Winky™ is in the hallway, he appears as a small dot. Beware of the treacherous Hallmonsters™. Winky's™ arrows CANNOT hurt them.

STEP 3: The chambers within.

To capture treasure move Winky™ into any of the chambers. Each chamber contains treasure and hazards. Most chambers are full of dangerous monsters. But the Wall Room has lethal electrified walls instead!

Once Winky™ is inside a chamber, he can shoot arrows at monsters to defend himself. Remember, **in order to score points for shooting a monster, you must first get to the treasure in that chamber.** So seize the treasure, then rack up a high score by shooting away at the monsters! But be careful; **if Winky™ even touches a monster, living or dead, he will be eliminated.**



(**Special hint:** Winky™ cannot shoot arrows in the Wall Room. Only clever timing will allow him to capture the treasure there.)

STEP 4: An unwelcome visitor.

If Winky™ stays **too long** in any chamber, a Hallmonster™ will come in looking for him.

STEP 5: Locked out.

Once you capture the treasure and leave a chamber, you can never return. (But you CAN return to chambers where you have searched but have not captured the treasure.)

STEP 6: Deeper into the dungeon.

When you have grabbed the treasure from every chamber, Winky™ descends to a new hall of chambers — and the action gets even harder! Keep playing until you run out of Winkies™.

STARTING OVER

To play again, adjust the difficulty switches to the desired positions, then press Game Reset.

SCORING

Treasure:	200 points and up
Monster:	100 points and up (after getting to treasure)

The deeper into the dungeon you venture, the more points you gain for treasures and monsters!

You receive **four** Winkies™ per game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing VENTURE™, but it is only the beginning! You'll find that this cartridge is full of special features to make VENTURE™ exciting every time you play. Experiment with different techniques — and enjoy the game!

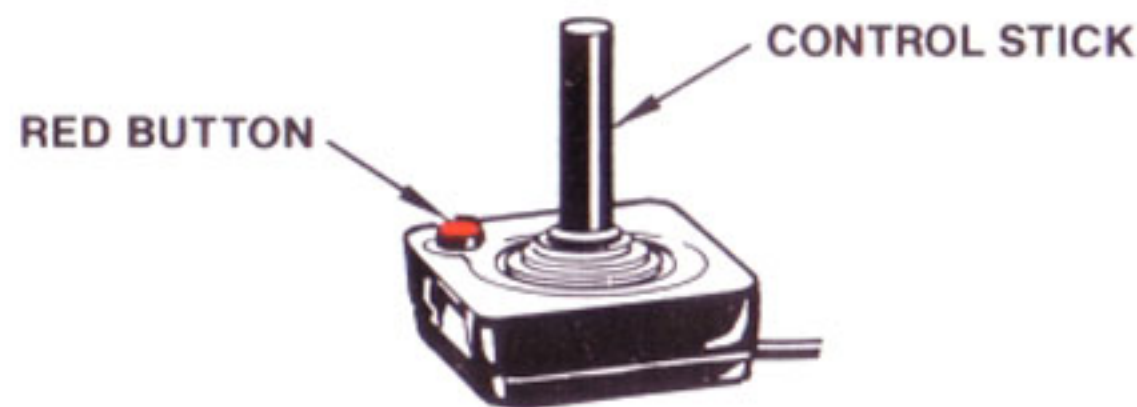
90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or

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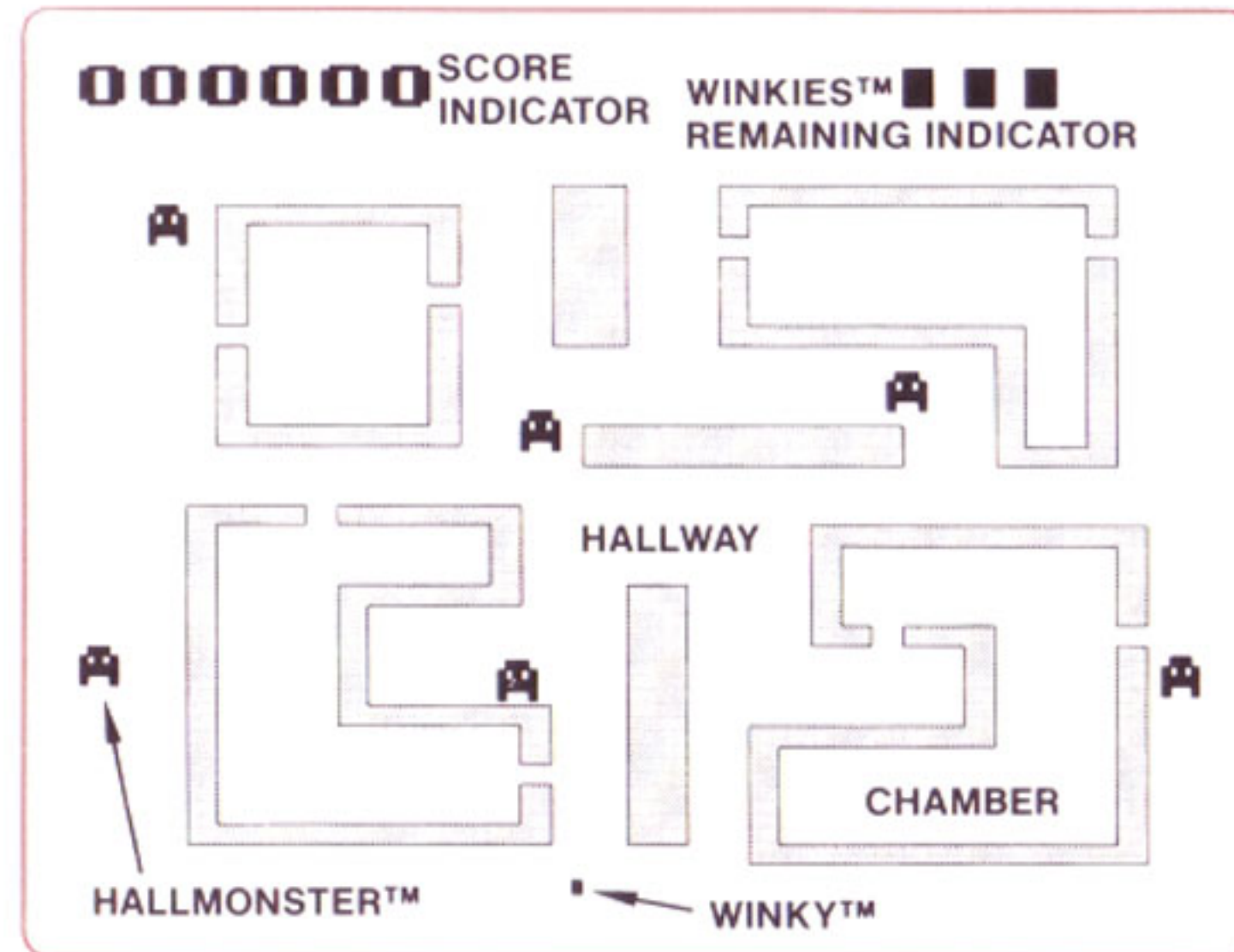
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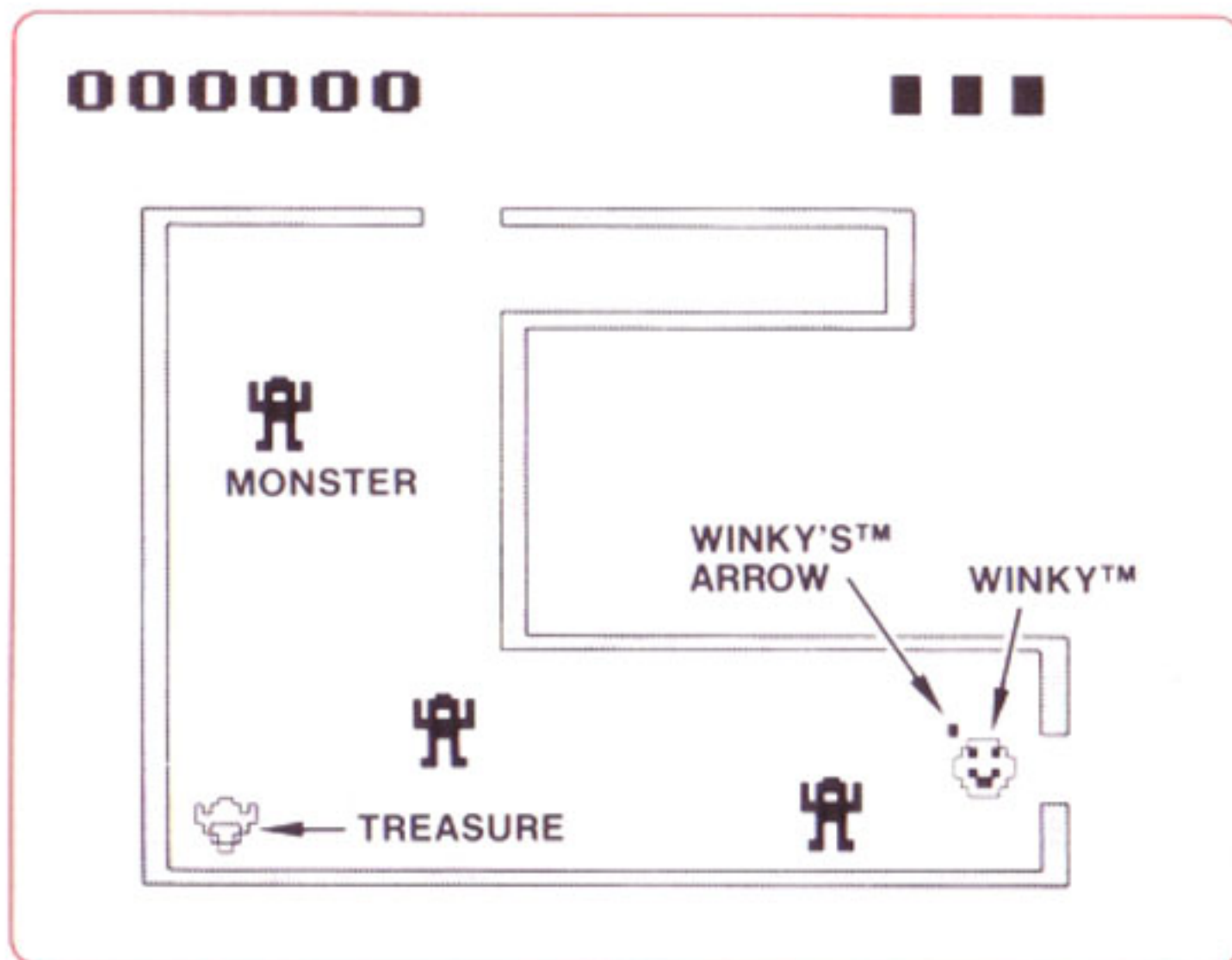
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Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or

any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of \$10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P. O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager



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